NES-XZ-USA

NINTENDO WORLD CUP™★

4 FOUR PLAYER GAME

INSTRUCTION BOOKLET

Ⓣ

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for selecting the Nintendo World Cup™★ soccer game for your Nintendo Entertainment System® .

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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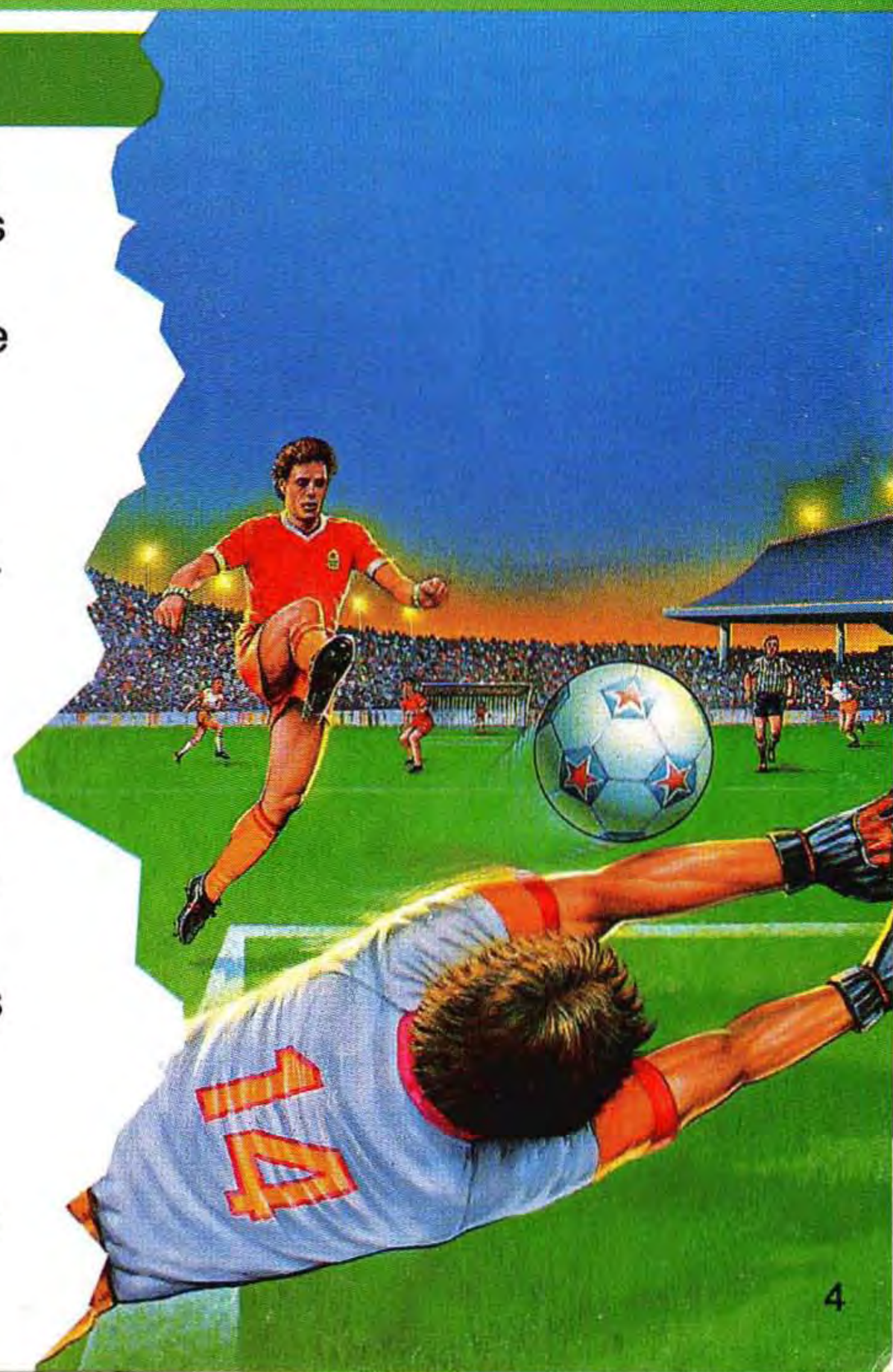
WORLD CUP PLAY!

The World Cup competition is the greatest sporting event in the world. National teams from 13 different countries have come together with the hopes of taking home the coveted World Cup trophy.

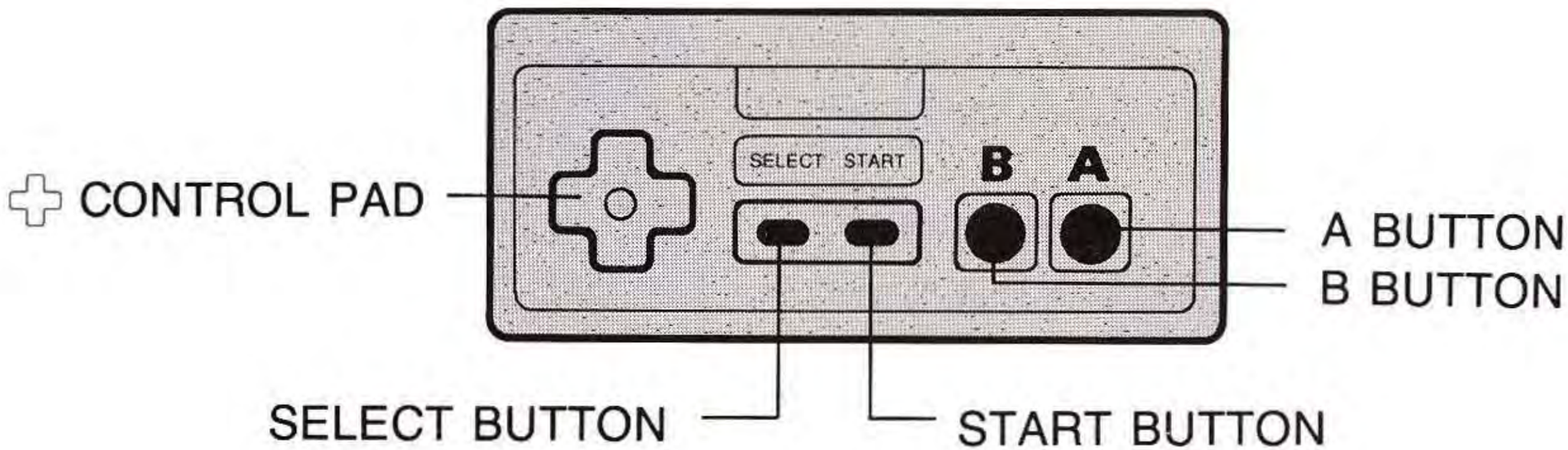
While others may dream of just surviving the qualifying matches, your team has made it to the World Cup final tournament. The competition will be tough, but you have the perfect game plan. Will you be ready to take on the world's best and come out on top?

Choose only the best players (each player has special skills and strengths), pick your field conditions, and plan your game strategy in the first four player World Class soccer game for the NES.

Bring the excitement of International soccer to your home with Nintendo World Cup. Pass ... Shoot ... SCORE!!! It's world class fun!



CONTROLLER OPERATIONS



▶SELECT BUTTON The SELECT Button is not used.

▶START BUTTON Used to start the game and to pause the game during play.

▶✚CONTROL PAD Used to move players, control the direction of a pass or shot, and to move the cursor on any option screen.

▶A BUTTON Use the A Button to pass the ball or to ask your teammates to pass you the ball when you are on offense. When you are on defense, you can tackle your opponent or tell your teammates to tackle by pressing the A Button.

▶B BUTTON Use the B Button to shoot the ball or to ask your teammates to shoot the ball when you are on offense.
When you are on defense, you can slide into your opponent or tell your teammates to slide by pressing the B Button.

SPECIAL SHOTS

Each player has a special trick shot. By pressing the A and B Buttons simultaneously or simultaneously with the ✚ Control Pad, you can activate each player's Super Kick!

GAME SELECTION

At the title screen, move the cursor to the desired number of players then press the START Button. (Note: the 3P or 4P Match mode can only be selected if a 4-player adapter is plugged in to your NES.)

★TOURNAMENT MODE

1P (1 PLAYER VS THE COMPUTER)

Compete against the World's best in the World Cup Tournament. If you defeat all 12 teams in the Tournament, the World Cup trophy is yours!

2P (2 PLAYERS VS THE COMPUTER)

Team up with another friend for twice the action!

★MATCH MODE

2P (1 PLAYER VS 1 PLAYER)

Set up your own dream matches in various locations around the world in this exciting match game.

3P (2 PLAYERS VS 1 PLAYER)

Plug in the NES Satellite or NES Four Score and team up with 2 friends for a unique 3 player game.

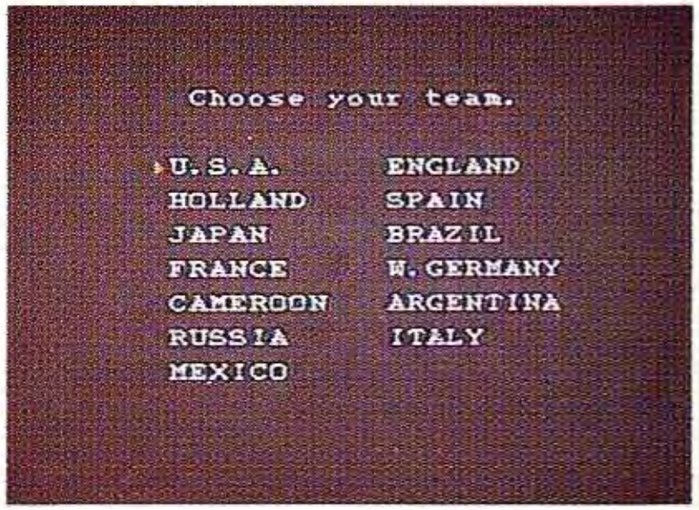
4P (2 PLAYERS VS 2 PLAYERS)

Get all the excitement of simultaneous four person play by using the NES Satellite or NES Four Score with your Nintendo World Cup Game Pak. Four players means four times the fun!

TEAM AND PLAYER SELECTION

★TEAM SELECTION

Each team has its own unique characteristics. Some teams are very fast, some are excellent at defense, while others are good passers. Try to find the team that has the best overall skills, or pick an underdog team and see how far you can go!
In the 1P (player) or 2P Tournament games, you or your teammate will select a country to represent. In the 2P (player), 3P or 4P Match games, each team will select a country to represent.

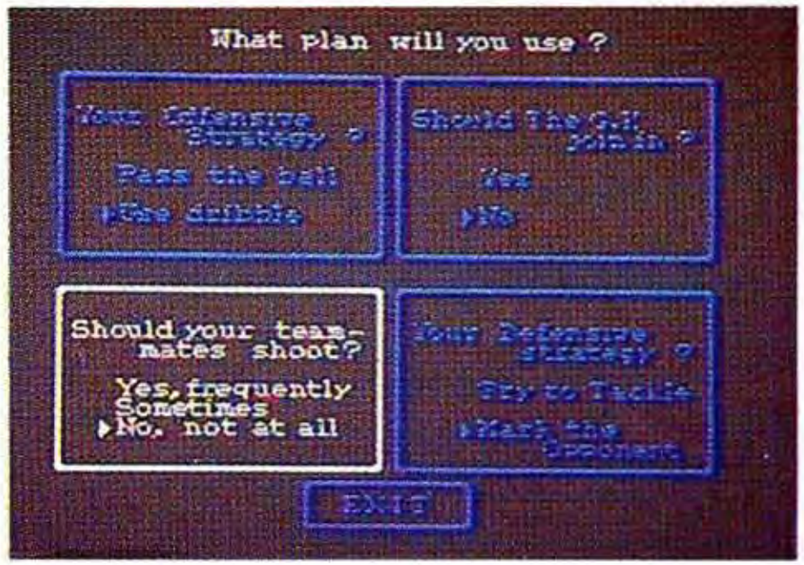


★PLAYER POSITION

Just like the team selection, each player has his own unique set of characteristics. Since you only control one player and the computer controls the rest of your team, experiment with different players to find the athlete with the best overall skills.
To change the players position, move the cursor to "YES" and select with the A Button. Assign a player to each position using cursor and A Button.

The player with the roman numeral I is the player you control (the roman numeral II will appear next to the second players name in multiple player games).

PLANNING YOUR GAME STRATEGY



Planning your strategy is very important to winning each game. In order to make it to the World Cup finals, you must learn different techniques and to make adjustments to your opponents game plans. To plan your game strategy, move the cursor to the option you want and select with the A Button. Once you have decided on a game plan, move the cursor to the exit box and press the A Button to begin play.

YOUR OFFENSIVE STRATEGY?

Do you want your teammates to pass you the ball or do you want them to dribble the ball up the field. If you choose to have them dribble the ball up the field, you can ask them to pass you the ball by pressing the A Button.

SHOULD THE GOAL KEEPER (G.K.) JOIN IN?

Need a quick score? Pull your goalie and have an extra person on the offensive end. But remember, if you pull your goalie, the other team has a better chance of scoring because your goalie may not get back to defend the goal in time.

SHOULD YOUR TEAMMATES SHOOT?

Sometimes its helpful to get the little extra scoring punch from your teammates. You decide if they should shoot the ball frequently, only sometimes, or not at all.

YOUR DEFENSIVE STRATEGY?

Should your teammates try to tackle your opponents, or should they try to just mark (covering a player on defense) them until you tell them to tackle or slide with either the A or B Buttons.

Not every team is the same. Plan your strategy carefully for each team and make any necessary adjustments during the halftime. Defeating all the teams and capturing the World Cup Trophy will depend on how you prepare for each match!

HOW TO PLAY

By using the ✚ Control pad in conjunction with the A and B Buttons, you can control the offensive and defensive moves of your player and your teammates.

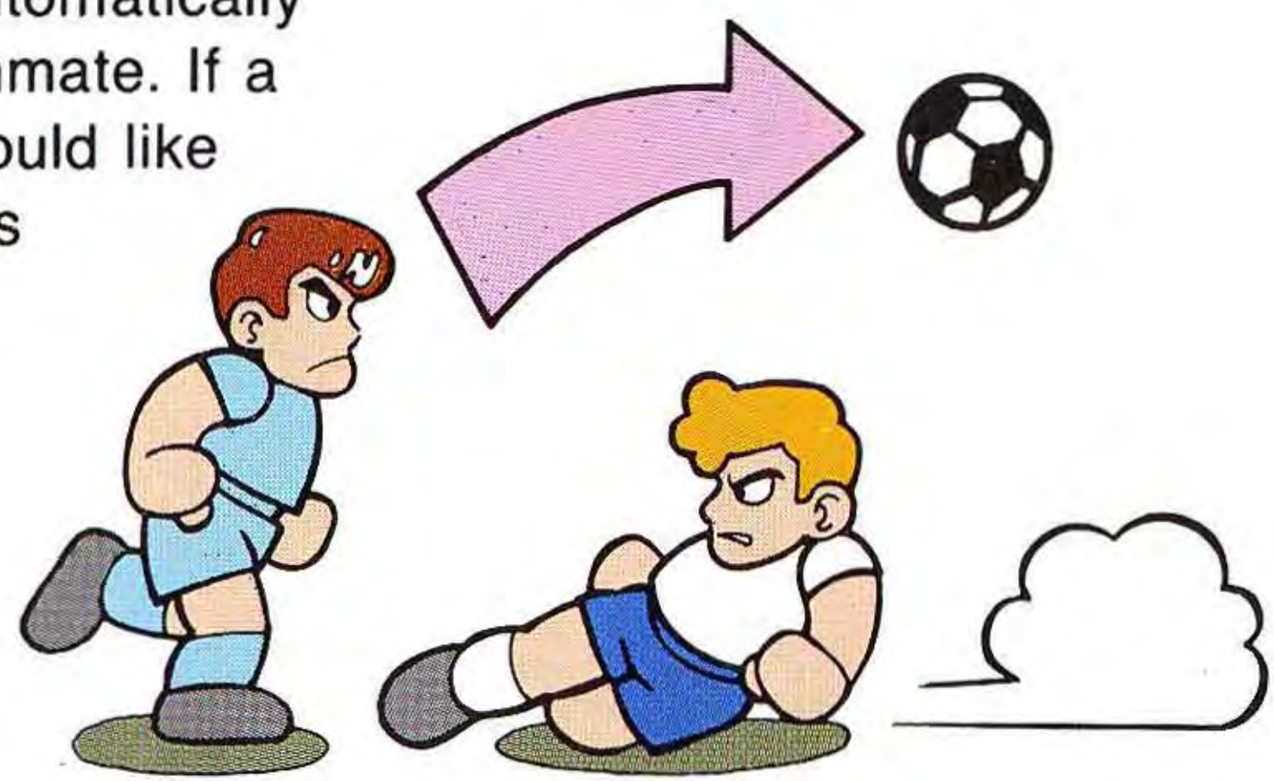
★ OFFENSE

Dribbling

When you have the ball, you can control your dribble by moving the ✚ Control Pad in any direction.

Passing

If you want to pass the ball to a teammate, press the A Button and the computer will automatically pass the ball to your nearest teammate. If a teammate has the ball and you would like them to pass the ball to you, press the A Button.



Shooting By pressing the B Button and any direction on the ✚ Control Pad simultaneously, you can shoot the ball to that area. You can also ask your teammates to shoot the ball by pressing the B Button.

Super Kicks By pressing the A and B Buttons simultaneously or simultaneously with the ✚ Control Pad, you can activate that player's Super Kick. These are powerful kicks that are very hard to block. Because they are difficult for the players to do, you are limited to five Super Kicks per half.

High Power Kicks Once you have used all your Super Kicks, you can still have a powerful shot. This High Power Kick is activated by taking a certain number of steps before shooting the ball with the B Button (some players are very strong and don't need to take as many steps to activate the High Power Kick).

★DEFENSE

Tackling & Sliding

If you are near an opponent who has the ball, you can tackle him by pressing the A Button or slide into him by pressing the B Button. If a teammate is closer to ball handler, you can ask them to tackle or slide into the opponent by pressing either the A or B Buttons.

If you are close enough to your opponent when you tackle or slide, you can usually take the ball away from him and temporarily knock him down. If a player is hit often enough or hard enough, they will stay down until a goal is scored or the half ends.

Be sure and check the players communication box at the bottom left hand corner of the screen. Talk with your teammates, using either the A or B Buttons. They will tell you what their next action will be.

★CORNER KICKS AND THROW-INS

If the ball is kicked out of bounds over the endline or across a sideline, the computer will automatically send a player to get the ball and throw it back into play.

PASSWORDS

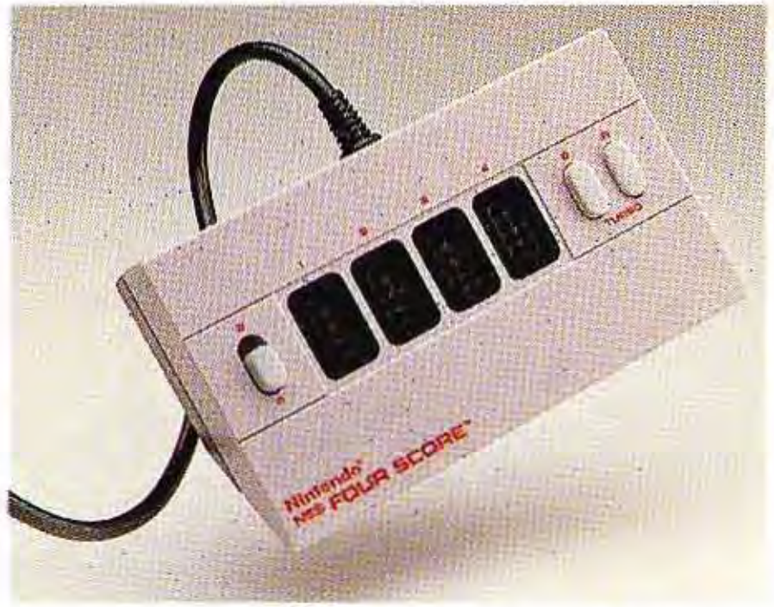
In the Tournament mode, you will be given a password at the end of every match. Write this number down for future reference.

Once you have a password, you can begin a match from the last game you have won. To enter a password, press up or down to select a number, then press left or right to select the numbers position.

HOW TO PLAY 2P, 3P AND 4P MATCH GAMES

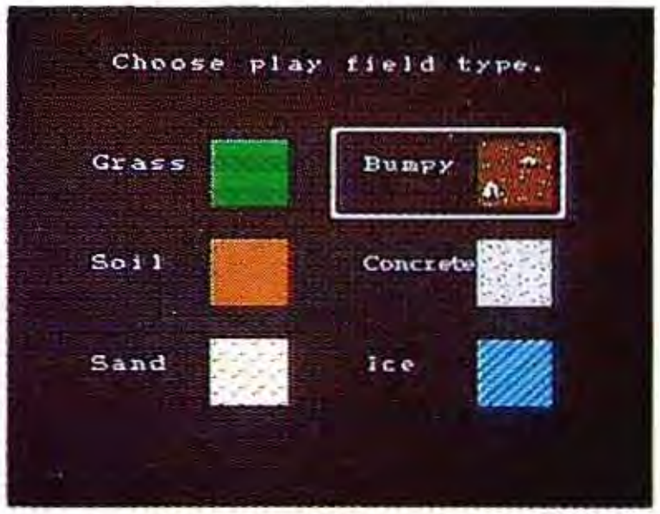
For multiple player excitement, use a NES Satellite or NES Four Score to challenge a friend or team up with another in the ultimate dream match.

NES Satellite™



NES Four Score™

When a multiple player game is selected, each player or team can use the ✚ Control Pad to select a country to represent. Once the teams have been selected, you can choose the conditions of the playing field for added challenge.



★★★PASSWORDS MEMO★★★

DATE	LAST GAME	PASSWORD

★★★PASSWORDS MEMO★★★

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DATE	LAST GAME	PASSWORD

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 — 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, the representative may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from sate to state.

There's more fun in teamwork when 4 players play together!

To get the hottest action with Nintendo World Cup try it with 4 players. You'll find out how important good teamwork is when you and a friend take on two others. To enjoy 4 player fun, you'll need either the NES Four Score or the NES Satellite. The NES Four Score allows 4 players to play simultaneously while the NES Satellite also provides infra-red remote control capabilities for up to 4 players. Both accessories give you A & B Turbo control. Either way, with 4 it's more exciting!

NES Four Score™

NES Satellite™

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

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